

PLAYER SPECIFIC REWARDS

Abstract of the Disclosure

Embodiments of the invention are directed to networked gaming devices that can keep
5 particularized records for identified players. A server can store records of player's present
and past actions on the gaming network and can communicate with the gaming device using
messaging. In some embodiments, status of games or awards can be stored from one gaming
session to another, which allows a player to resume a previously started game or award at a
later time. Some games include rewards that are collected over time that can be redeemed for
10 personalized rewards.